CLAIMS

The invention is hereby claimed as follows:

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1. A gaming device comprising:

a controller;

a display device connected to said controller;

a plurality of symbols displayed on said display device in each round;

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a plurality of rounds provided by said controller;

means connected to said controller for enabling a player to select one of said symbols;

said controller having means for assigning an item to at least one of said symbols in each round; and

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an award provided to said player in each round if said player selects a symbol having said assigned item in said round.

2. The gaming device of Claim 1, wherein said assigning means assigns an item to a plurality of symbols in each round.

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The gaming device of Claim 1, wherein said assigning means includes a table of randomly selectable items.

- 4. The gaming device of Claim 1, wherein said assigning means includes a table of randomly selectable items, and wherein at least one item is adapted to be randomly selected more often than at least one other item.
- 5. The gaming device of Claim 1, which includes a table of numbers, a plurality of said numbers designating player selections wherein said item is assigned to a percentage of symbols of said group.

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6. The gaming device of Claim 1, which includes a table of numbers, a plurality of said numbers designating player selections wherein said item is assigned to a percentage of symbols in a round, and wherein at least one number of said table is adapted to be randomly selected more often than at least one other number of said table.

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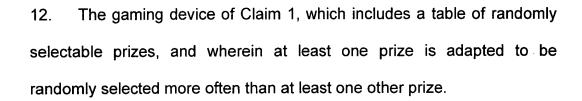
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The gaming device of Claim 1, which includes a plurality of tables of numbers, a plurality of said numbers of each table designating player selections wherein said item is assigned to a percentage of symbols in a round.

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- 8. The gaming device of Claim 1, which includes a plurality of tables of numbers, a plurality of said numbers of each table designating player selections wherein said item is assigned to a percentage of symbols in a round, and wherein at least one number of a table is adapted to be randomly selected more often than at least one other number of said table.
- 9. The gaming device of Claim 1, which includes a quantity of tables of numbers equaling the quantity of symbols in a round, a plurality of said numbers of each table designating player selections wherein said item is assigned to a percentage of symbols in a round.
- 10. The gaming device of Claim 1, which includes a quantity of tables of numbers equaling the quantity of symbols in a round, a plurality of said numbers of each table designating player selections wherein said item is assigned to a percentage of symbols in a round, and wherein at least one number of a table is adapted to be randomly selected more often than at least one other number of said table.
- 20 11. The gaming device of Claim 1, which includes a table of randomly selectable prizes.

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- 13. A method for operating a gaming device, said method comprising the steps of:
 - (a) displaying a plurality of symbols on a display device of said gaming device;
 - (b) assigning an item to at least one of said symbols;
- 10 (c) selecting a prize;
 - (d) enabling a player to select a symbol;
 - (e) providing said prize to said player if said player chooses a symbol having said assigned item; and
 - (f) repeating steps (a) to (e) in a plurality of rounds.
 - 14. The method of Claim 13, which includes the step of selecting a number of player selections, said number defining a percentage of symbols in a round.
- 20 15. The method of Claim 13, which includes the step of selecting a number of player selections from a table having a plurality of different

selection numbers, wherein said table is associated with a percentage of symbols in a round.

- 16. The method of Claim 13, which includes the step of selecting a number of player selections from a table having a plurality of different selection numbers, wherein said selected number is adapted to be selected more often than a different number of said table, and wherein said table is associated with a percentage of symbols in a round.
- 10 17. The method of Claim 13, which includes the step of selecting a plurality of numbers of player selections, wherein each selected number is associated with a different percentage of symbols in a round.
- 18. The method of Claim 13, which includes the step of selecting a plurality of numbers of player selections, each selected number belonging to a table of numbers, and wherein each table is associated with a different percentage of symbols in a round.
- 19. The method of Claim 13, which includes the step of selecting a plurality of numbers of player selections, each selected number belonging to a table of numbers, wherein at least one selected number of a weighted table is adapted to be selected more often than a different number of said

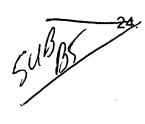
weighted table, and wherein each table is associated with a different percentage of symbols in a round.

- The method of Claim 13, which includes the step of repeating steps
 (a) through (e) until said player selects a number of times equal to a selected number, said selected number being associated with a percentage of symbols in a round.
- 21. The method of Claim 13, which includes the step of repeating steps

 10 (a) through (e) until said player selects a number of times equal to a sum

 of a plurality of selected numbers, said selected numbers each being

 associated with a different percentage of symbols in a round.
- 22. The method of Claim 13, which includes the step of revealing that a symbol has an assigned item when said player selects a symbol having said assigned item.
- 23. The method of Claim 13, which includes the step of revealing that all symbols having an assigned item indeed have said assigned item when
 20 said player selects a symbol not having an assigned item.

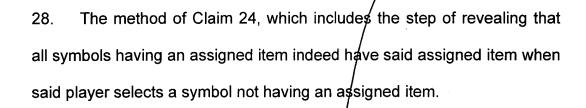


A method for operating a gaming device, said method comprising the steps of:

- (a) displaying a group of symbols on a display device of said gaming device;
- 5 (b) assigning an item to a percentage of symbols of said group;
 - (c) selecting a number of player selections for said percentage;
 - (d) enabling said player tq select said number of selections.
- 10 25. The method of Claim 24, which includes the step of selecting a prize.
 - 26. The method of Claim 24, which includes the step providing said prize to said player if said player chooses a symbol having an assigned item.
 - 27. The method of Claim 24, which includes the step of revealing that a symbol has an assigned item when said player selects a symbol having said assigned item.

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- 5 29. A method for operating a gaming device, said method comprising the steps of:
 - (a) displaying a group of symbols on a display device of said gaming device;
- (b) assigning an item to a first percentage of symbols of said group;
 - (c) assigning an item to a second percentage of symbols of said group;
 - (d) selecting a first number of player selections of said first percentage;
- 15 (e) selecting a second number of player selections of said second percentage;
 - (f) adding said first number and said second number; and
 - (g) enabling said player to select said added number of times.
- 20 30. The method of Claim 29, which includes the step of selecting a prize.

- 31. The method of Claim 29, which includes the step providing said prize to said player if said player chooses a symbol having an assigned item.
- 5 32. The method of Claim 29, which includes the step of revealing that a symbol has an assigned item when said player selects a symbol having said assigned item.
- 33. The method of Claim 29, which includes the step of revealing that all symbols having an assigned item indeed have said assigned item when said player selects a symbol not having an assigned item.